

# Che Tan

## Game Designer

**E-mail:** stormex3727@gmail.com

**Phone:** (514)-664-6699

**Address:** 27 Avenue Prince-Edward, H9R 4C4

**LinkedIn:** [linkedin.com/in/che-t-625842a6](https://www.linkedin.com/in/che-t-625842a6)

**GitHub:** [github.com/TheStormex](https://github.com/TheStormex)

## SUMMARY

Versatile game designer specializing in developing and implementing game mechanics for video games and card games. Adept at level design, systems design, narrative design, and UI and UX design. Skilled at communicating in detail the ins and outs of a game's design through speech and design documents, finding compromise between team members' ideas, and incorporating feedback from playtesters. Also familiar with other aspects of game development besides design, such as programming, 2D and 3D asset creation, music composition, audio engineering, and playtesting.

## WORK EXPERIENCE

2023-05 – 2025-01

### LiveQA Game Tester (Level 3)

*Keywords Studios / Warner Bros. Games, Montreal, Quebec*

- Testing the contents and functionalities of various games on different platforms (mobile, PC, consoles).
- Verifying promotional emails through Salesforce.
- Teaching testers through in-person coaching, writing tutorial articles on Confluence, and making video guides.
- Creating and entering data into milestones using TestRail.
- Verifying future in-game content through HTTP requests with RESTer.
- Communicating in detail the issues experienced with games and their related materials to coworkers, leads, and external clients through Slack and Email.

2018-03 – 2018-05

### Intern

*Gameloft Montreal, Montreal, Quebec*

- Design potential playable characters' abilities for a mobile MOBA game.

## EDUCATION

2019-09 – 2023-06

### Bachelor of Fine Arts:

#### Specialization in Computation Arts

*Concordia University, Montreal, Quebec*

- 3.87 Final CGPA.
- Graduated with distinction.
- Worked as a Student Ambassador from 2022-2023. Delivering campus tours and operating kiosks to prospective students and parents on both campuses and high schools.

2017-08 – 2019-06

### DEC: Interactive Media Arts

#### (Arts, Literature and Communication)

*Dawson College, Montreal, Quebec*

- 92% average grade.
- Honour student.

## LANGUAGES

- French
- English
- Mandarin Chinese
- Spanish (basic)
- Japanese (basic)

## SKILLS

- Game Engines (Unity, Unreal)
- Programming (HTML, CSS, JS, C#)
- Audio Asset Creation (FL Studio)
- Graphical Asset Creation (PhotoShop, Illustrator, Figma)
- Writing design documents
- Prototype wireframing (Figma)
- Professional Communication
- Leadership
- Project Management

## REFERENCES

### Shawn Bell

*Professor at Dawson College*

- sbell.zomes@gmail.com

### Marc-André Cossette

*Professor at Concordia University*

- cossette.ma@gmail.com

### Jongwoo Kim

*Professor at Concordia University*

- jongwoo@studioimugi.com

### Jonathan Lessard

*Professor at Concordia University*

- jonathan.lessard@concordia.ca

### Pierre-Antoine Tardif

*Team lead of Live QA at Warner Games*

- pierreantoine.tardif@gmail.com

### Jake Smyth

*Team lead of Live QA at Warner Games*

- jakesmythcarms@gmail.com

### Gabriel Joly

*Senior Live Ops tester at Warner Games*

- gabrieljoly@hotmail.com



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## PROJECTS

2025 **The Last Hacktivists 2**  
P5JS, turn-based RPG & 2D shooter  
**First Turn Kill**  
Tabletop, card game

2024 **Spells per Second**  
Tabletop, card game

2023 **Charming Offering**  
Tabletop, card game  
**Time for Equity**  
Twine, interactive fiction  
**The Chilling Trial**  
Adventuron, mystery & text adventure

2022 **The Campaign Office**  
Unity Engine, educational & point-and-click  
**Stan Stopper**  
Unity Engine, 2D shooter  
**Re-Boot**  
Unity Engine, puzzle & platformer  
**Screen**  
Unity Engine, mystery & simulation  
**Hungry Hustlers**  
Unity Engine, 2D shooter  
**The Lootbox Mechanic**  
P5JS, typing & strategy

2021 **Breakdown Bowling**  
Unity Engine, puzzle  
**Time Twister Troubles**  
Twine, interactive fiction

2020 **The Last Hacktivists**  
P5JS, turn-based RPG & 2D shooter

2019 **Pudding Quest**  
Website (HTML, CSS, JavaScript),  
interactive fiction

2019 **Wizard VS Killer Robot**  
P5JS, action & turn-based RPG  
**Gunfire Rush**  
Unreal Engine 4, rail shooter & arcade runner

2018 **Celestial Pathmaker**  
Scratch MIT, arcade runner  
**Project Leader**  
Tabletop, card game  
**Instant Input**  
Micro:bit, reaction speed game  
**Feranite: The Truebreed**  
**Convergence**  
Tabletop, card game

2017 **Sorcerer V Aliens**  
Scratch MIT, space shooter